

# Stage 1 Berm 2 The Wagon

by: Pig Iron Lane

Capt. Sam Ledbetter and G.R. Dunn, Texas Rangers, are on the trail of the River Bend Gang. Capt. Ledbetter & Dunn have spotted Pig Face and Witch Woman's wagon. They've camped near Buzzard Ridge along with who appears to be Will Shootem and Shiftless Ike. Noticing that Witch Woman is near her rifle, the Captain tells Dunn to go for her first but to wait for the signal.

### Round count

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

### Shooting Order

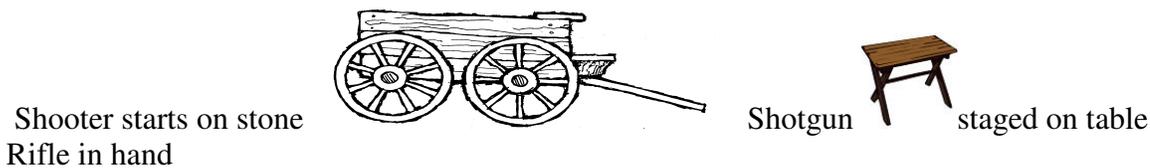
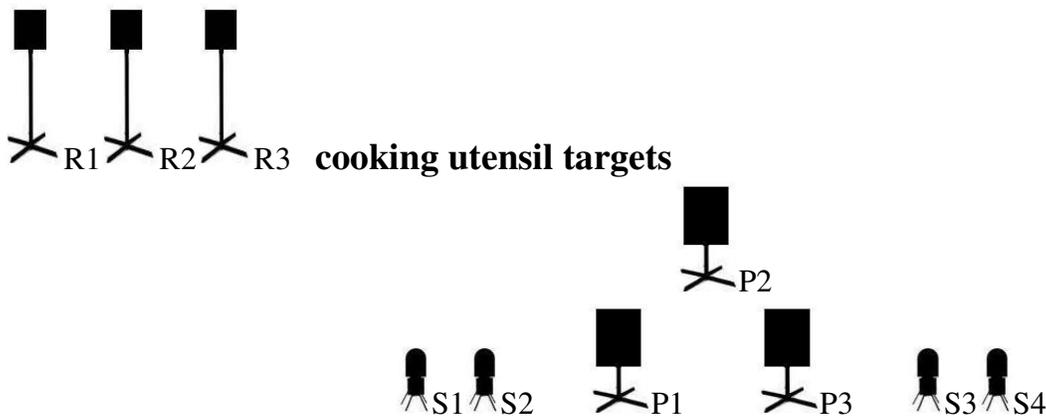
- rifle
- shotgun or choice of pistol/pistol

### Staging

Shotgun staged on table. Two pistols loaded with five rounds each and holstered. Starting position: Rifle in hand, one foot touching stone.

### Procedure

Shooter starts by standing with one foot touching stone, with rifle in hand. Shooter indicates ready by saying the line **“Get her Dunn”**. At the beep, engage the rifle targets in three sweeps beginning on either end and put the 10th round on the center target. Move to the table - make rifle safe. Shooter's choice of guns. Engage the four shotgun targets until down, in any order. With pistols, shoot three sweeps on the pistol targets from either direction and put the tenth round on the center target.



## Stage 2 Berm 3 The Well

by: Pig Iron Lane

Rangers Capt. Sam Ledbetter and G.R. Dunn are on the trail of some rustled cattle. Members of the River Bend gang - P.U. Jones, Bull Shooter, J.B. Gunstone, & J.B. Russler (no relation) have herded their ill gotten cattle into a box canyon. Seeing the two men approaching, they decide to stampede the cattle and make their get-away. Capt. Ledbetter and Dunn take what cover they can behind an old well house near the canyon mouth.

### Round count

10 pistol

10 rifle

4 + shotgun on your person

### Shooting Order

rifle or pistols - shooter's choice

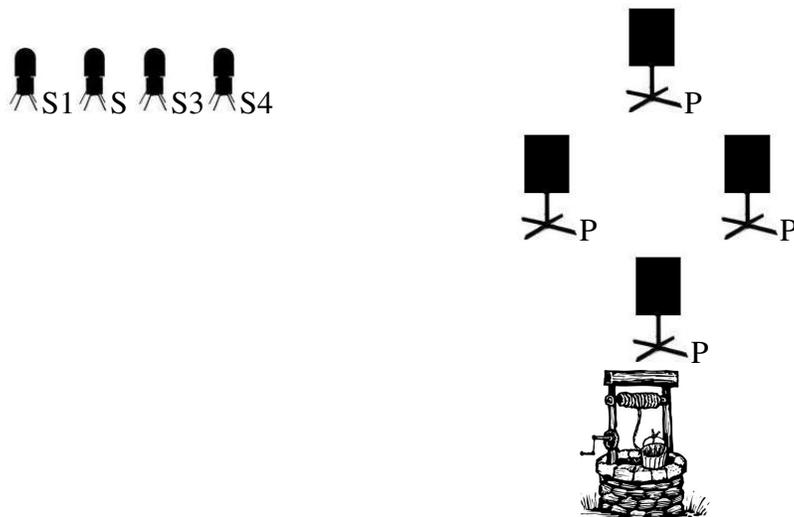
shotgun

### Staging

Shotgun staged in left side of well. Rifle on right side of well. Two pistols loaded with five rounds each and holstered. Starting position: behind center of well with one hand shading eyes.

### Procedure

Shooter starts standing behind center of well with one hand shading eyes. Shooter indicates ready by saying the line **“They're going to try to feed us some beef”** At the beep, shooter's choice of pistols or rifle. From the **right side** of the well, with rifle, shoot the five rifle targets in a continuous clockwise sweep beginning on any target. With pistols, (may be shot from either side of the well) engage the 4 pistol targets with two separate clockwise sweeps beginning on any target. Return pistols to holsters. Shoot the shotgun last from the **left side** of the well and engage targets in any order until down.



Captain Sam Ledbetter & Ranger Dunn have stopped at the train depot near old Fort Kelly to send a wire. Glancing out the depot window, Dunn sees three men about to board the train. They match the "wanted" posters he's seen for Loco Joe, Big Jake and Ed Speed. He alerts the Captain and although outnumbered, it's their duty to try and bring them in.

**Round count**

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

**Shooting Order**

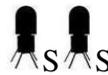
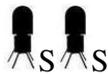
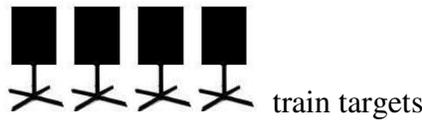
- rifle
- shotgun
- pistol
- pistol

**Staging**

Rifle in right window. Shotgun on center table. Two pistols loaded with five rounds each and holstered. Starting position: at right window with hands on pistols. (Ed's default position)

**Procedure**

Shooter starts at right window with hands on pistols. Shooter indicates ready by saying the line **“They're dressed so nice, it seems a shame to shoot 'em ”** At the beep, with rifle, first engage the train ENGINE with two rounds and the remaining cars with one round each - repeat. Take rifle with you and make safe on the table. With shotgun engage the two right targets **and then** the two left targets. Make-ups may be made at any time. With pistols, first engage the train CABOOSE with two rounds and the remaining cars with one round each - repeat.



Window

doorway+++++ ++++++

Window with rifle



# Stage 4 Bay 5 The Jail

by: Pig Iron Lane

Captain Ledbetter and G.R. Dunn turned over custody of some captured desperados - the Slick family (Big, Medium and Little) along with the card shark, Lone Gone to Sheriff Loud at the River Bend Jail. Then as they are about to hit the trail, the sheriff's wife, Saucy bursts in with disturbing news. It seems that she has seen Shiny Rebel, Red Hankie, Evil Bob and Chain Yanker leading a gang intent on busting their pardes out of jail.

### Round count

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

### Shooting Order

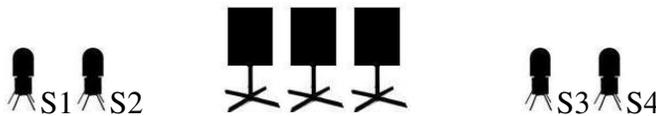
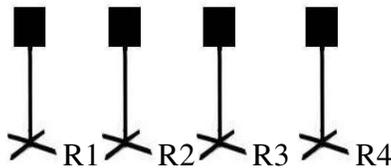
- shotgun
- rifle
- pistol
- pistol

### Staging

All guns on target box.

### Procedure

Shooter starts standing behind line at front door hands on each side of door frame. Shooter indicates ready by saying **“Looks like it's time to shoot fast and don't miss”** At the beep, move to target box and retrieve shotgun. Shoot four shotgun targets until down, make gun safe. With rifle put at least two rounds on each target and make rifle safe. Using pistols as needed, put at least two rounds on each target for 10 rounds. (pistols may go back to target box.)



Shooter starts on front porch



# Stage 5 Bay 6 The Cemetery

by: Pig Iron Lane

Acting on a tip from retired Marshall Mack Kinsey, Texas rangers Sam Ledbetter and G.R. Dunn are on the trail of more of the River Bend Gang. As they approach Boot Hill and the mist of a light rain clears, they find themselves face to face with a bad trio. Pye Uety, Yahooie Gal and Rucus Clayburn greet them with a hail of pistol fire. Dunn's hat goes flying.

### Round count

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

### Shooting Order

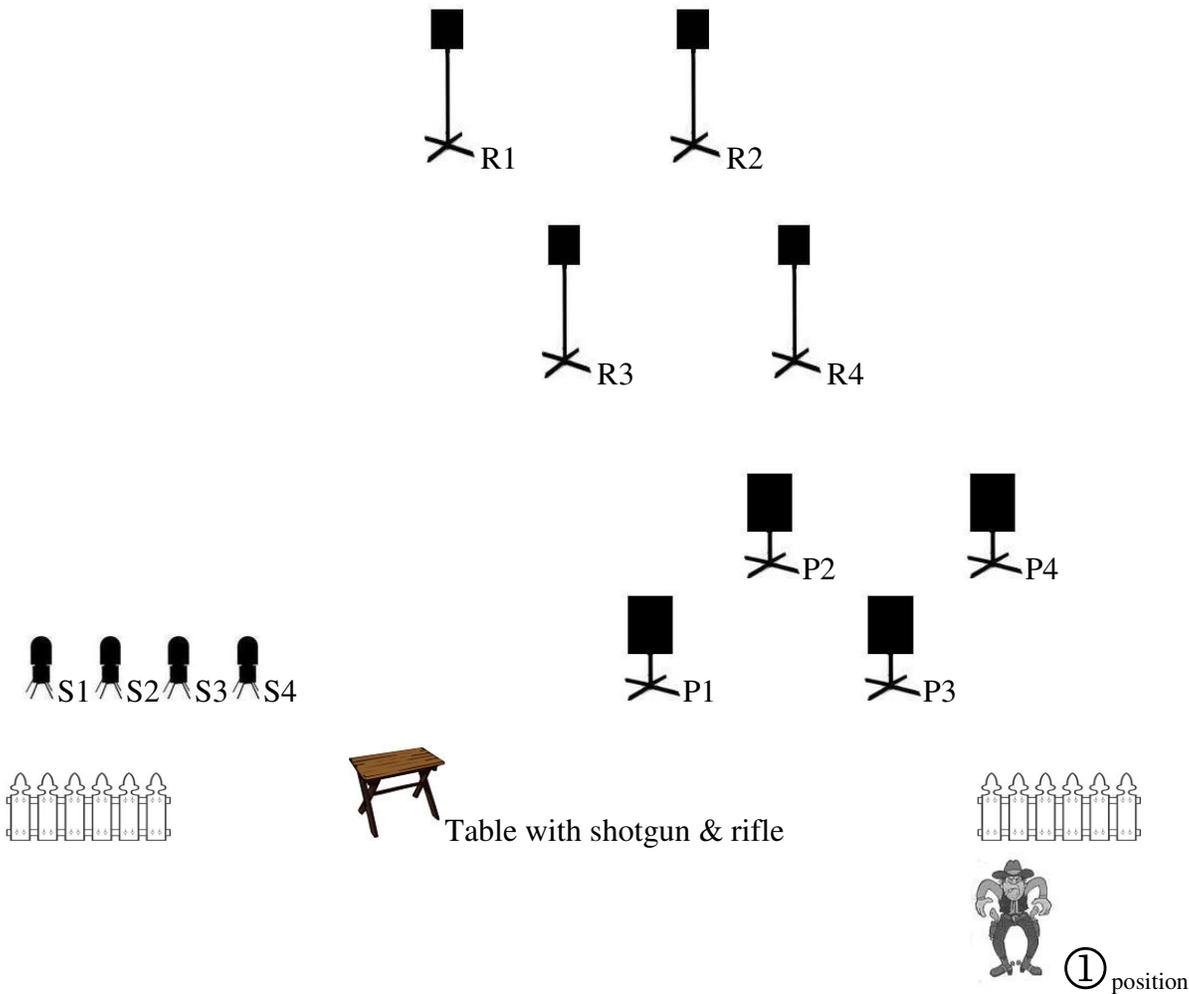
- pistol
- pistol
- rifle
- Shotgun

### Staging

Shotgun and rifle staged on table. Two pistols loaded with five rounds each and holstered. Starting position: standing at fence to right (right of the post) of Boot Hill examining hat.

### Procedure

Shooter starts standing at fence to right (right of the post) of Boot Hill examining hat. When ready put hat on. Shooter indicates ready by saying line **"They didn't even aim"** At the beep, with pistols alternate on any two targets for five rounds an then the two remaining targets for five rounds. Move to rifle, alternate on any two targets for five rounds an then the two remaining targets for five rounds. Place open and empty rifle on the table. Retrieve shotgun, move to left of entry post and engage four targets in any order until down.



**Stage 6 Bay 7 Livery Stable**

**by: Pig Iron Lane**

The Dunking brothers (one a crooked judge and the other rumored to be one time doctor) have teamed up with their old buddy Taco to rob the River Bend Bank. As luck would have it, Capt. Sam Ledbetter and G.R. Dunn of the Texas Rangers are waiting when they exit with the loot. Cornered in the livery - the smoke is thick and the lead is flying - Dunn yells "I can't see them for the smoke".

**Round count**

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

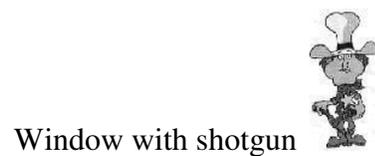
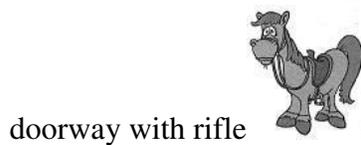
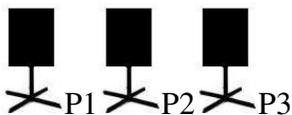
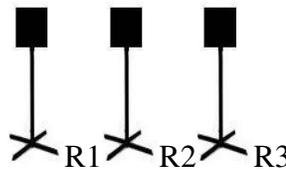
**Shooting Order**

- pistol
- pistol
- rifle
- shotgun

**Staging**

Rifle loaded with 10 and staged on horse in center opening. Two pistols loaded with five rounds each and holstered. Shotgun in right window. Starting position: at left window with hands on pistol grips.

**Procedure** Shooter starts at left window with hands on pistol grips. When ready, say the line **“Maybe you should wait until they grin”** At the beep, with pistols, engage the two outside targets with two rounds each and then one round on the center target and repeat. (Begin on either end for each series) Move to rifle. Put two rounds on each of the outside targets, then one in center and repeat. (Begin on either end for each series) Place rifle open and empty on horse. Move to shotgun and shoot two outside targets then two inside targets.



# Bay 7 Warm Up Stage

by: Pig Iron Lane

Capt. Sam Ledbetter and G.R. Dunn of the Texas Rangers are on the trail of some vicious desperados today and are about to shoot their way through six stages of flying lead and thick gun smoke. Ledbetter and Dunn have heard of Nevada sweeps, but haven't actually done one in months. They decide to practice.

### Round count

- 10 pistol
- 10 rifle
- 4 + shotgun on your person

### Shooting Order

- pistol
- pistol
- rifle
- shotgun

### Staging

Rifle loaded with 10 and staged on horse in center opening. Two pistols loaded with five rounds each and holstered. Shotgun in right window. Starting position: at right window with both hands on hat brim.

**Procedure** Shooter starts at right window with hands on hat brim. When ready, say the line **“well, look here - it's the Texas Rangers”** At the beep, engage all shotgun targets until down in any old order at all. Make shotgun safe in window and move to doorway, with rifle, shoot a Nevada sweep from one direction and then shoot a Nevada sweep from the other direction. Make rifle safe on horse and move to left window. Engage pistol targets through the window in a Nevada sweep from one direction and then shoot a Nevada sweep from the other direction.

